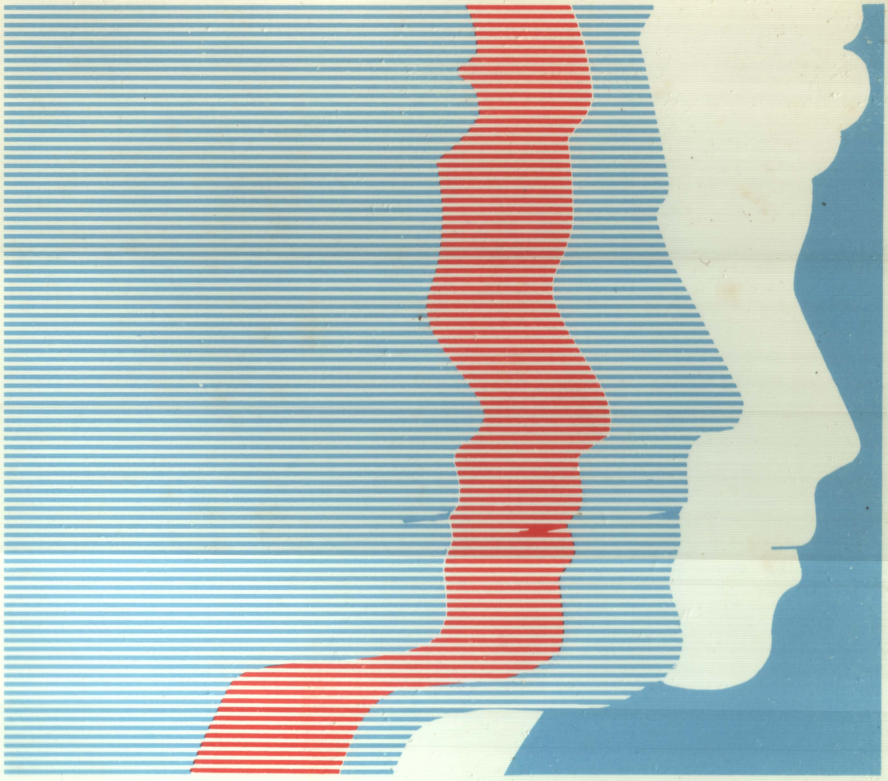
satchel

Angle Park Computing Centre · Education Department of South Australia



Chess Mate!
a chess tutorial for Apple II series computers

Chess Mate!

A Chess Tutorial for owners of an Apple Computer

Version 1.0

Angle Park Computing Centre

First published in 1984 by

Angle Park Computing Centre
Trafford Street, Angle Park, South Australia 5010

The Chess Mate / program and manual was designed and written by Alan Goldsmith.

Copyright and Limitations on Warranties and Liabilities

This manual may be reprinted without prior permission by the original purchaser for use in his or her teaching. In the case of purchase by a school, this manual and disks may be copied without permission for use within the school. All other rights are reserved.

While to the best of our knowledge **Chess Mate /** is bug free, no warranty, either expressed or implied, is made with respect to the performance or fitness for any particular purpose of the computer programs and written materials.

The authors would appreciate comments and suggestions regarding faults and improvements in the program and documentation. Correspondence should be directed to **NEXUS SOFTWARE**, Angle Park Computing Centre, Trafford Street, Angle Park, South Australia 5010.

Apple Computer Inc. makes no warranties, either express or implied, regarding the enclosed computer software package. DOS 3.3 is ©copyright Apple Computer Inc.

© South Australian Education Department 1984

CHESS MATE!

Contents

Introduction 1

Getting Started 3

The Options 5

Systematic Use of Chess Mate ! 7

Appendix A: The Rules of Chess 10

Appendix B: Chess Mate ! in the Classroom 21

Appendix C: The Menus 22

Introduction

Chess is a wonderful game enjoyed by millions of people around the world. It is fun, easy to learn and helps to develop logical thinking and creativity. Chess attracts players from all cultures and walks of life and is a delightful balance between art, science and sport.

Chess Mate/is a computer program which teaches chess. It shows the 'rules' which make chess a science and then explains how these can be used to create works of art. It also stresses the struggle with the opponent, a psychological battle which often requires mental acrobatics. Chess is FUN and it is hoped that **Chess Mate**/reflects this; forgive therefore the occasional pun!

Chess Mate/is the equivalent of an electronic chess book. It can automatically 'flip' pages, display moves on a board and even test the reader. It is easy to use, needs virtually no knowledge of computers and is packed with goodies.

Chess Mate/is intended for beginners but will give even an expert hours of enjoyment. It assumes only that you know how to move the pieces, nothing more. If this is not the case, then spend an hour studying Appendix A in this manual - a small effort for a lifetime of pleasure.

Chess Mate! is a program designed for an Apple II computer with a single disk drive. This might make the appearance of 2 disks somewhat confusing, but really it isn't. The first disk (or **Volume 1** to be fancy!) contains some of the most beautiful games ever played and a series of chess problems. The second Volume is devoted to the ideas of the game.

Although the contents of the disks should keep you amused for hours, this manual should be unnecessary within minutes! If you are using **Chess Mate!** for the first time, it is advisable to spend 5 minutes with the tutorial: **"Getting Started"**. You may also care to look at the suggested method of 'working' systematically through the program rather than hopping from topic to topic.

Chess Mate! should also be very useful in a classroom and so Appendix B has been included for this purpose. Appendix C provides a list of all the available menus and should be a useful and quick guide to topics of interest.

The approximate duration of each section running in **AUTO MODE** with the **ANNOTATIONS** option set **ON** and **ALL** selected is:

The Games:	55 Minutes
The Openings:	100 Minutes
The Middle-Game:	45 Minutes
The Endgames:	80 Minutes
The Tactics:	Its up to you!
	200 minutes - a lifetime!

Getting Started

To make it as easy as possible to use, **Chess Mate /** is menu-driven. To get the games moving, simply place Volume 1 in the disk drive and turn on the machine. Alternatively, if the Apple is already turned on, type PR#6 (or if the disk drive is in slot 4, then PR#4). This should produce a menu on the screen - the first of many!

At any stage during **Chess Mate /** you may return to the previous menu by simply pressing the **ESC**ape key. To select from the menu, pick the number of the option you want and press it. There is no need to press the **RETURN** key, which is ONLY used when you type in a chess move under 'Test Mode'.

When the following menu appears,

What would you like to see:

1. **The Ideas**
2. **The Games**
3. **The Tactics**

select 1 - you are about to see all the important ideas used in chess.

Chess Mate / will now ask you to swap disks - it needs Volume 2. Simply remove the disk currently in the disk drive, replace it with Volume 2 and then hit the **SPACE BAR** - the long key at the bottom of the keyboard.

The disk will then 'whir' and the following menu will appear:

What would you like:

1. **Read about the ideas**
2. **Play through the examples**
3. **Test your memory.**

From this, press 2 and another menu will appear:

Your Move!

1. **The options**
2. **The openings**
3. **The middle-game**
4. **The endgame.**

Select 2 and shortly yet another menu appears:

It's your move!

0. **The first 2 moves**
1. **Legal's Mate**

etc.

And finally, pick 1.

You should now have a board in front of you and **Chess Mate!** will be showing you one of the shortest, prettiest and most useful games you will ever see.

Either let the game finish or press ESCape - **Chess Mate!** will return you to the Openings Menu. Now press **ESC** again and select 1: The OPTIONS.

The Options

When first started, **Chess Mate!** is in Auto-mode, moving the pieces automatically. **Chess Mate!** allows you to change this and several other **Options.** The options vary slightly depending on whether you are looking at the Ideas, the Games or the Tactics but they all give you some control over the program.

The first option allows you to turn the sound off - so simply type **Y** (for Yes) or **N.**

The next option allows you to **STEP** through the game. Instead of letting **Chess Mate!** dash off the moves in Auto-mode, you can gradually go through the example by pressing the space bar (abbreviated to **B A R** from now on.)

You can also now press <-- to go back to the previous move. To return to the current position press the space bar again. Type **Y.**

The next option allows you to have notes for the moves. These notes normally appear on the bottom line of the screen. If there is **MORE** than one line's worth of notes for that move then **MORE** appears on the right. If all the notes for that move have appeared then **NEXT** is displayed, indicating that another move and note are about to appear. Type **Y.**

The final option labels the board for you. **Chess Mate!** uses the algebraic notation and so displays the letters **A-H** along the top of the board and the numbers **1-8** down the left hand side. So type **Y.**

You are now back at the menu again so select 2 once more and then 1. Now start **STEP**ping through the example, reading the notes.

Is it working? Good! Notice the small menu at the side of the board - this tells you all the things you are able to do. Try the <-- and you should find that the previous notes and moves will reappear.

More and Next

As the moves are made, their notation is scrolled at the top right-hand corner of the screen. When the example is concluded but there are still more examples in that particular section, then **MORE** appears, regardless of whether the position was a draw or loss etc. If the final result of the set has been concluded then the result will be either **NEXT, RESIGNS, MATE** or **DRAW. NEXT** implies that the ideas have been shown and so you can go to the next set of examples.

Chess Mate /expects all input to be typed in CAPITALS so if you are using an Apple IIe computer, please check that it is not in lowercase - the bottom left-hand key.

And that is basically all you need know in order to use **Chess Mate /** Try out the various options and take a wander through the menus. **Chess Mate /**explains how you can put yourself into 'Test Mode' and this should be a lot of fun. Please be patient however as there are hundreds of examples. Go slowly through them at your own speed and then try to use the ideas in your games - you will be pleased with the results!

Systematic Use Of Chess Mate!

To make the best use of the **Chess Mate!** it is recommended that you start with the Ideas disk (Volume 2). You should then:

1. READ the brief description by selecting 1 on the first menu. This should be repeated once you have been through all the examples. The general summary should then make much more sense.

2. PLAY through the examples - with notes and in step mode. Start each menu from the top (0, zero, not ooh!) and work down. You may prefer to do two or three selections from the same menu at one time, or pick say the first selection from the 3 menus (openings, middlegames and endgames). The examples become more complex further down the menu so do not expect to progress as fast as you might have done initially.

3. When you finish a section (or sections), return to the first menu and Test yourself. You may choose to find the winner's moves (**Chess Mate!** makes the replies) or all of the moves of the example you have seen. If you are unable to remember the moves then try to work them out. It is probably the best way to learn.

To make a move simply type the square the piece moves FROM (eg E2) and the square it goes TO (eg E4) then press the **RETURN** key. If you make an error typing in the move, you can correct it before **RETURN** by using the <-- key.

4. When you are happy with the ideas play through the GAMES and see all of the ideas in action. This is especially valuable when considering the middlegame. Adopt the same procedure with the Games as you did with the ideas .. read about them, play through them and try to replay them in Test Mode.

This would also be an appropriate time to try the **TACTICAL** problems, which are on the same disk. Tactics are a vital part of chess and you cannot play a good game of chess without them. **Chess Mate!** has 120 problems, separated into blocks of 10 and they range in difficulty from very easy to very hard. You will soon discover how addictive chess can be once you start to solve them!

You might like to time yourself with each section and then compare your speed the second or third time around. The faster you can recognize the patterns, the better you are as a chess player.

Chess Mate/is intended to be practical - that is, at its completion, you should be confident of playing a very good game of chess. An important factor, however, is that you should try to put the ideas into practice and so...join a club. Clubs can be found in every city and in most schools. If you have enjoyed Chess Mate/ then you are almost certain to be able to hold your own against most club players regardless of your age, sex and height!

Always try to play someone slightly stronger than yourself and play 'touch move'. There are also many excellent chess books available and if possible, try to play through their examples, jumping from one diagram to the next, without using a board. It improves your concentration and your ability to scan the board looking for the right move.

HAVE FUN!

Any comments regarding Chess Mate/are very welcome and should be addressed to:

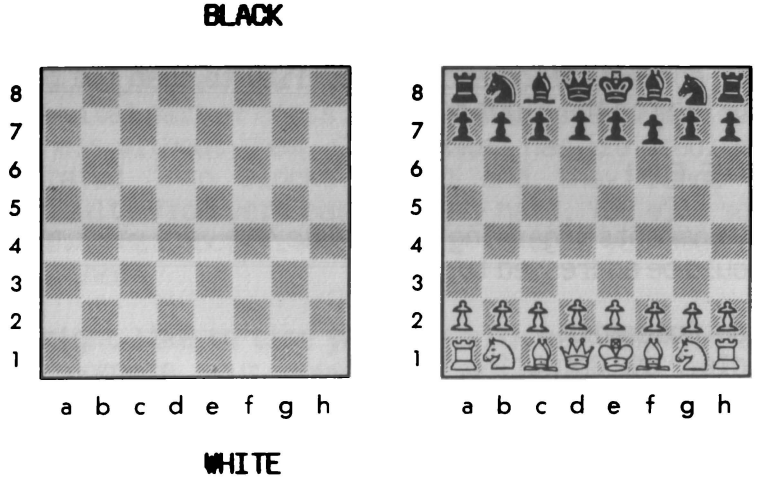
Alan Goldsmith.
Angle Park Computing Centre
Trafford St.
Angle Park. S.A. 5010

Appendix A: The Rules of Chess

The Board

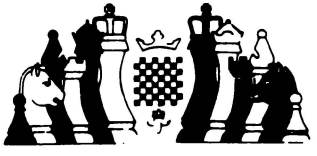
Chess is played on an 8x8 board by two players (white and black) and each starts with 16 pieces. The OBJECT of the game is to win the opponent's KING. If neither player can achieve this then the game is a DRAW. The players alternate their moves with white moving first.

The board and the starting position.



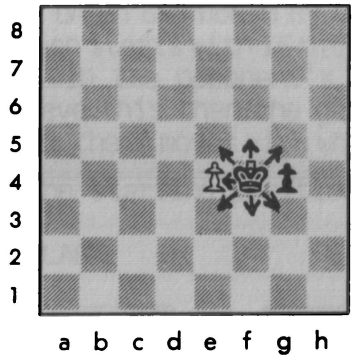
Notice that the board has a WHITE square in the bottom right-hand corner - white, right! - regardless of whether you are playing white or black. The Queens start the game on the square next to the Kings and are on the square of their colour - black Q on a black square etc.

The horizontal squares are called **RANKS** and the vertical squares, **FILES**. The ranks are assigned a number (1-8) and the files a letter (A-H), starting from the white side of the board. The most important squares in a game are normally the four CENTRE squares (E4, E5, D4 & D5).



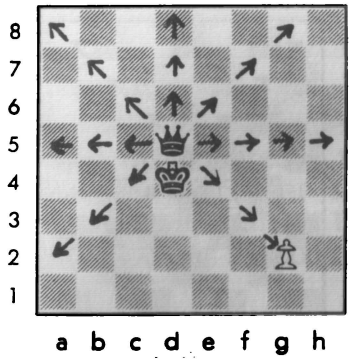
The Pieces

The KING



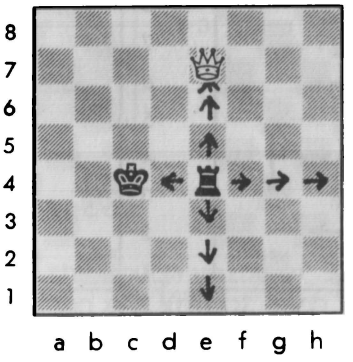
The King is the most valuable piece - even if it is the weakest! The game is finished when the King is lost (or checkmated). It moves only one square at any time in any direction (except when castling - see Special Rules). It cannot move to any square which allows it to be captured and cannot jump over its own pieces. The King can capture the opponent's pieces provided they are not guarded.

The QUEEN



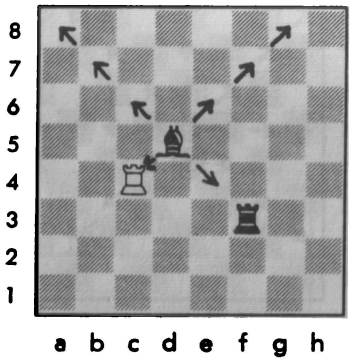
The Queen is the most powerful piece. Although it cannot jump its own pieces, it can move along the diagonals of the square it is on, or the rank or file of that square. The Queen can move just one square or across many and can capture an opponent's piece in its path.

The ROOK



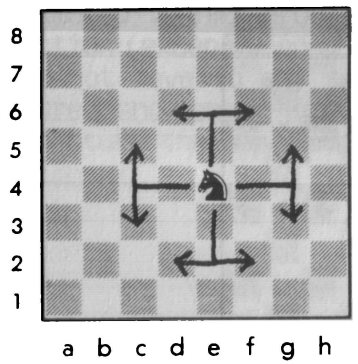
The Rook moves along the ranks and files of the square it is on. It cannot go past another piece but can capture an opponent's piece.

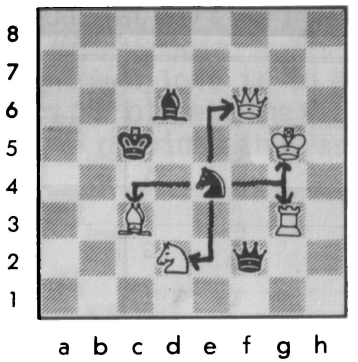
The BISHOP



The Bishop runs along the diagonals of the square it is on. You start each game with two Bishops, one moves on the white squares, the other on the black squares. The bishop cannot go past pieces in its path but can capture the opponent's pieces.

The KNIGHT



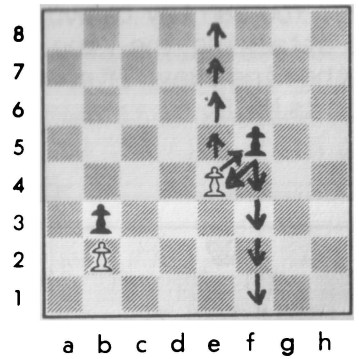


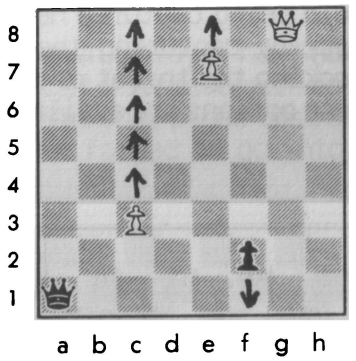
The Knight has the most curious movement of all the pieces but is simple with a little practice. Its move is best described as **TWO SQUARES FORWARD AND ONE SQUARE TO EITHER SIDE**. It can jump over pieces but cannot land on squares occupied by its own pieces; it can however capture those of the opponent's.

The PAWN

A Pawn can only move FORWARD towards the opposite side of the board, one square at a time (except for its first move when it can move two squares - see the Special Cases.) When it reaches the other side it becomes another piece - i.e. it is PROMOTED. The pawn must be swapped for a Queen or Rook or Bishop or Knight of its own colour.

The pawn cannot move if it has another piece in front of it, but can CAPTURE DIAGONALLY an enemy piece diagonally in front of it.





The Value of Pieces

The Queen is given the rough value of 9 pawns, the Rook about 5 and the Bishop and Knight each 3. The logic can be seen by comparing their movements. The Queen can move on the diagonals (like the Bishop) and along the ranks and files (like the Rook). If the Queen moves one square across the rank or file it can then run on the opposite coloured diagonals. Its 9 points come then from 5 + 3 plus a pawn for its versatility.

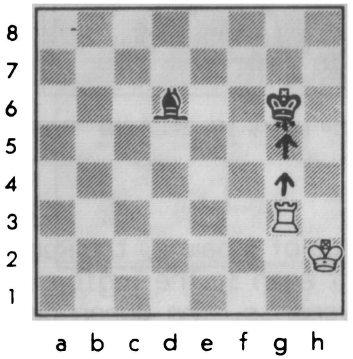
Special Rules

CHECK

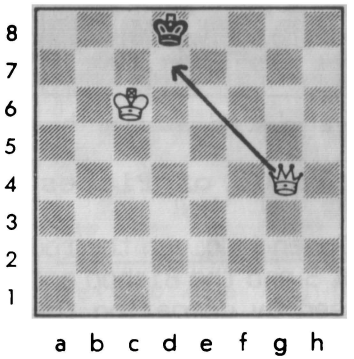
Whenever the King is threatened by an enemy piece the King is said to be in Check. If your knight, for example, jumps to a square and next move will take the enemy King, then that King is in check. The check must be stopped.

CHECKMATE

A Checkmate occurs when the King is checked but cannot avoid being captured next move. You can try to avoid a check by capturing the piece attacking the King, by blocking the threat or moving the King away. If none of these options are available - it is MATE.



CHECK



CHECKMATE AFTER THIS MOVE

DRAWS

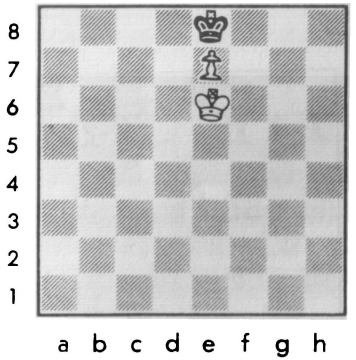
A draw occurs when there is either:

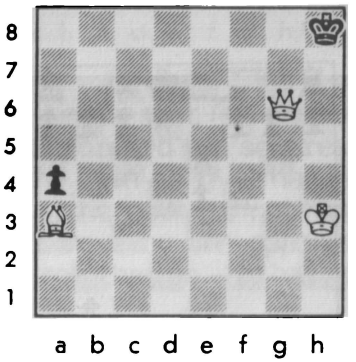
(a) not enough pieces left to checkmate the King,
(b) a STALEMATE,
(c) the position repeats itself three times,
(d) fifty moves have been made without a pawn being moved or a piece being captured.

The players can also agree to a draw if they consider the position is even or are both too scared to play on!

STALEMATE

A Stalemate is a rare occurence when a player **MUST MOVE** but **CANNOT** and is **NOT** in check. It is a stalemate in both diagrams if it is black to move. The only piece that can move is the King which cannot be forced to go into a check.





CASTLING

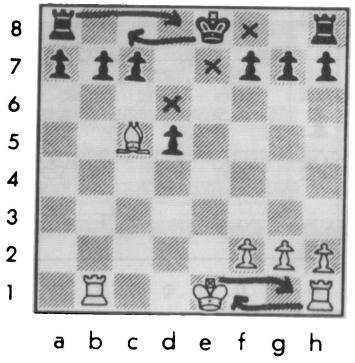
Castling is a very important method of safeguarding the King and bringing a Rook to the centre files in one move. To castle, you simply move the King two squares to the left or right and move the Rook it approaches, to the other side of the King.

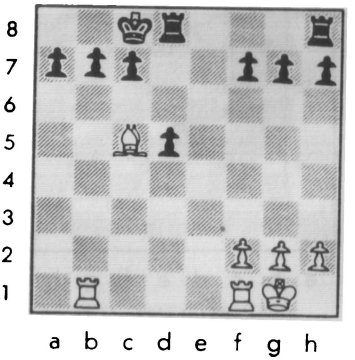
But there are special conditions.

(1) You cannot castle if your King has moved or if the Rook you wish to use has already moved.

(2) The King cannot castle 'out of check' (i.e. when it is being attacked) nor move across a square covered by an enemy piece.

These are shown in the diagrams. In 'A', white cannot castle on the left (Queenside) since the Rook has already moved - even if it returns to A1. Black cannot castle on the right because the Bishop on C5 covers the F8 square.



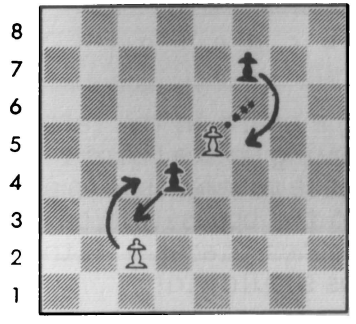


EN PASSANT

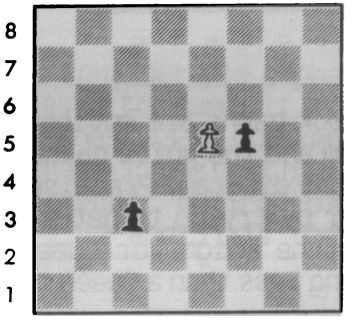
En Passant is a very special condition with the Pawn. Pawns could originally only move forward one square at a time, but the rule was changed to allow it to jump two squares forward on its first move. You cannot, by the way, move two pawns one square forward!

It was felt however that this penalized a player who had marched a pawn to his/her FIFTH rank in order to capture an adjacent pawn should it move forward one square - suddenly the pawn could jump straight past it. So the En Passant move was introduced.

Before

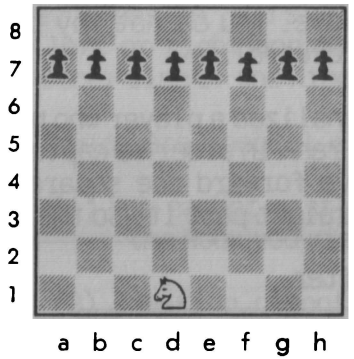


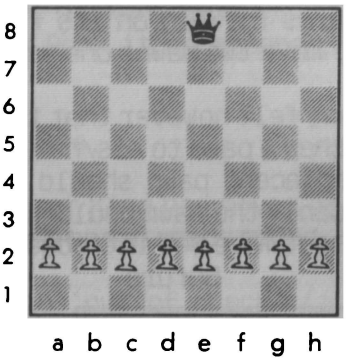
After



The pawn on the 5th may capture en passant (in passing) the opponent's pawn if it jumps forward two squares on its first move. Simply treat the pawn as if it had gone one square instead of two. If the pawn is not taken immediately (i.e. on the next move by the opponent) then it is safe from the pawn from then on - it has gone past it.

And that is all the rules. They may sound very complex, but really they aren't! It simply takes a little practice. The following examples may help with this.





The black pawns are moving down the board in the left diagram and the white pawns are moving up the board in the right diagram. Practise the piece movements with a partner by trying to get a Pawn to the opposite side. Change the Knight or Queen for other pieces - with anything less than a Queen the pawns should win!

If you are still unsure about the rules then consult any of the good books available and observe how **Chess Mate!** moves the pieces.

Appendix B: Using Chess Mate! in the Classroom

Chess Mate! should complement a chess programme in a classroom. Each menu item should fill a 40 minute period. Teachers are advised however to go through the examples in 'step and note' mode first, before using them in the classroom. The examples can then be shown on either a demonstration board or by using Chess Mate! in step mode without notes. The final step should be to try the class in Test Mode. It should provoke a lively debate!

Although Chess Mate! places considerable emphasis on the Opening and Endgame stages of the game, it should be stressed that the object of chess is to checkmate the king. It is very easily forgotten in the heat of battle. An introduction of the basic mating patterns (Middlegames, sections 0, 1, 2 and 3) is therefore recommended early in the course.

The default options for the Tactics section have been deliberately set to provide no labels for the board and to jump to the next problem if the correct move is not selected at the fourth attempt. This has not be done to irritate (they can be altered anyway) but to prepare students for a normal game.

Appendix C: The Menus

Volume 1: The Games

What would you like to see:

1. The IDEAS
2. The GAMES
3. The TACTICS

1.2. FAMOUS GAMES

1. Read about them
2. Play through them
3. Test your memory

1.2.2 Which would you like?

0. CHECK the options
1. Reti's Gem
2. Max Lange's Fury
3. The OPERA HOUSE Game
4. The ART OF Rubinstein
5. The GREEK GIFT
6. The Classical Spassky
7. Pain in the Back rank
8. The Genius of BOBBY Fischer
9. The Speculative Sacrifice
A. All of the above

Volume 2: The Ideas

2.1 What would you like:

1. Read about the ideas
2. Play through the examples
3. Test your memory

2.1.2 Your move!

1. The Options
2. The Openings
3. The Middle-Game
4. The Endgame

2.1.2.2 It's Your move!

0. The first 2 moves
1. Legal's Mate
2. Student's Mate
   .. and How to avoid it!
3. A dirty trick!
4. The Fried Liver Attack!
5. GAMBITS - BEWARE!
6. The Queen's Gambit
7. The Noah's Ark Trap & All That!
   .. ... or BITS and PIECES
8. Hyper-modern Ideas
9. Two MINIATURES!- unannotated
A. All of the above

The Middle-Game

2.1.2.3 It's Your move -

0. Attacking the castled king!

1. Typical attacks against g7

2. Useful patterns against h7

3. * The back rank and all that!

4. * Miscellaneous mates - f7 etc.

5. * Tactics - the DISCOVERED and DOUBLE CHECKS

6. * The PIN and the FORK

7. * Kings still in the centre.

8. * A TAL Attack and torpedoes!

9. * Stunning finishes!

A. All of the Above

.. N.B. * INDICATES UNANNOTATED

The Endgames

2.1.2.3 It's up to You

0. The basic endings

1. DRAWS - stalemates - 50 moves etc.

2. Plans and thematic moves

3. Passed pawns look for promotion

4. The opposition

5. Introducing the Rook and others

6. The LUCENA and Philidor Positions

7. Bishops and knights

8. ZUGZWANG and the queens

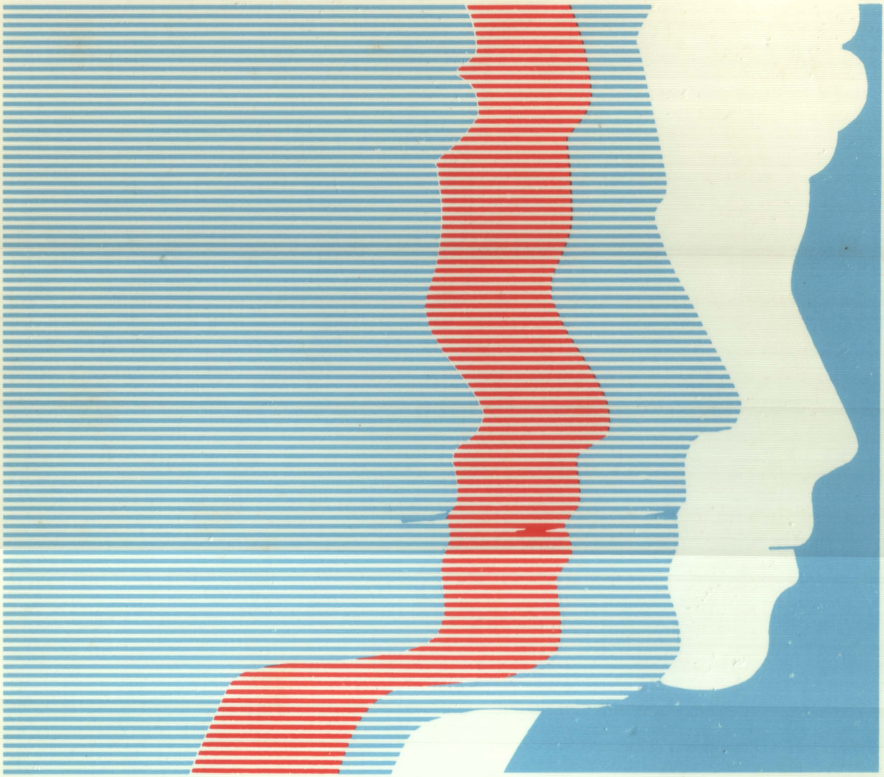
9. DECOYS - the outside pawn
.. and more clever stuff!

A. All of the Above

Annotations for the Endgames consist of two screens for each section. It would be silly and repetitious in most endings to annotate all the moves as they are usually part of a long-range plan.

satchel

Angle Park Computing Centre · Education Department of South Australia



Angle Park Computing Centre—the focus for computer education in schools in South Australia. Angle Park Computing Centre specializes in professional training for teachers and development of selected software and courses for Australian schools.

Chess Mate! is a fun way to learn how to play the game of chess. It will teach the basic concepts to the beginner and give the experienced user insight into the tactics and strategies of the Masters. Chess Mate! was designed and written by well known chess personality Alan Goldsmith.

Angle Park Computing Centre, Trafford Street, Angle Park, SA 5010